

What The Point Was

By Thomas Park

There are those who have asked, and perhaps they should have, why I have created dozens of environments and hundreds of netreleases of a generative nature in the past years. There is indeed a purpose, a higher reason.

I did this to chart an evolution and development of a viable form of generative-iterative music.

My earlier generative releases have some high points, such as the [“Silas Park Iterations”](#), which consist of pleasant, floating ambient works. Others are less effective. Rhythms were hard to render using this method, which loops but has no strict sequencing. And not all collage-type pieces offer much that’s new or exciting.

As I develop my codes and techniques, I start to branch out a bit. With something like [“Probable Music”](#), I use the processor to actually combine random combinations of sounds. This is a significant step forward, as when it works, it brings a truly innovative set of sound combinations to the mixer.

However, we continue in this manner, and it still seems too random, all of it. It’s a bit like someone tried to think of what music should sound like, but they did not realize it all of the way.

A final chapter opens, then, with this notion of curated generative. I use the code to create randomized mixing consoles-- with the exciting combinations that I can’t predict, such as with the release, [“Zoom Bits”](#). Then, I myself work with the consoles in a live recording setting. I tell the board when to bring certain sounds in, and how loud they should be. In this manner, too, I can restore what I would call a fairly workable beat situation.

I shouldn’t claim to have finished experimenting with generative music. But, to my ears, especially with recent efforts, I have been able to achieve a real, active and exciting kind of music using my processor in various ways. Tracing the development of how this came to be shows that certain things can be greatly automated, and others need to remain curated, in the hands of musicians themselves.